

FIG.1

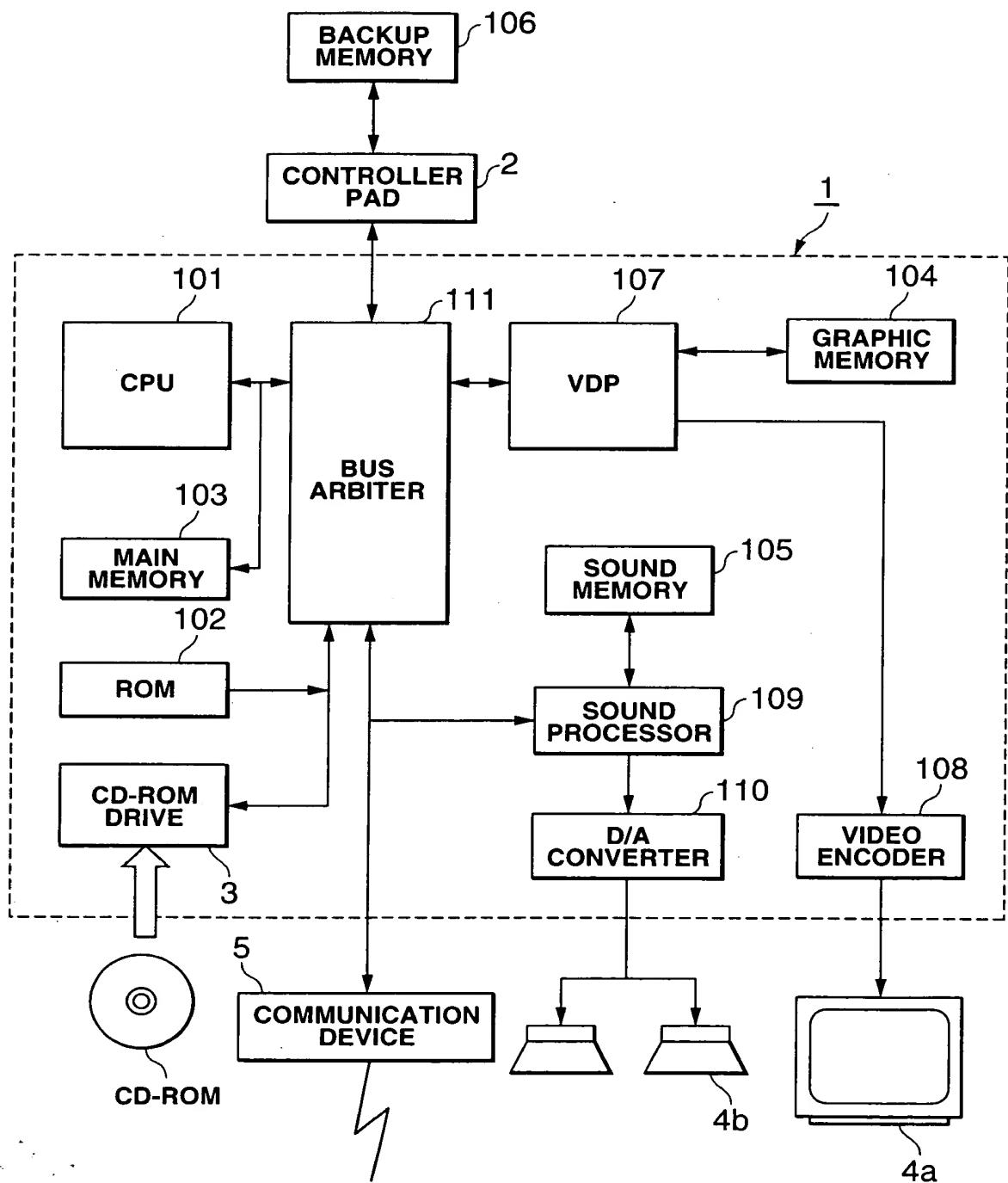


FIG.2

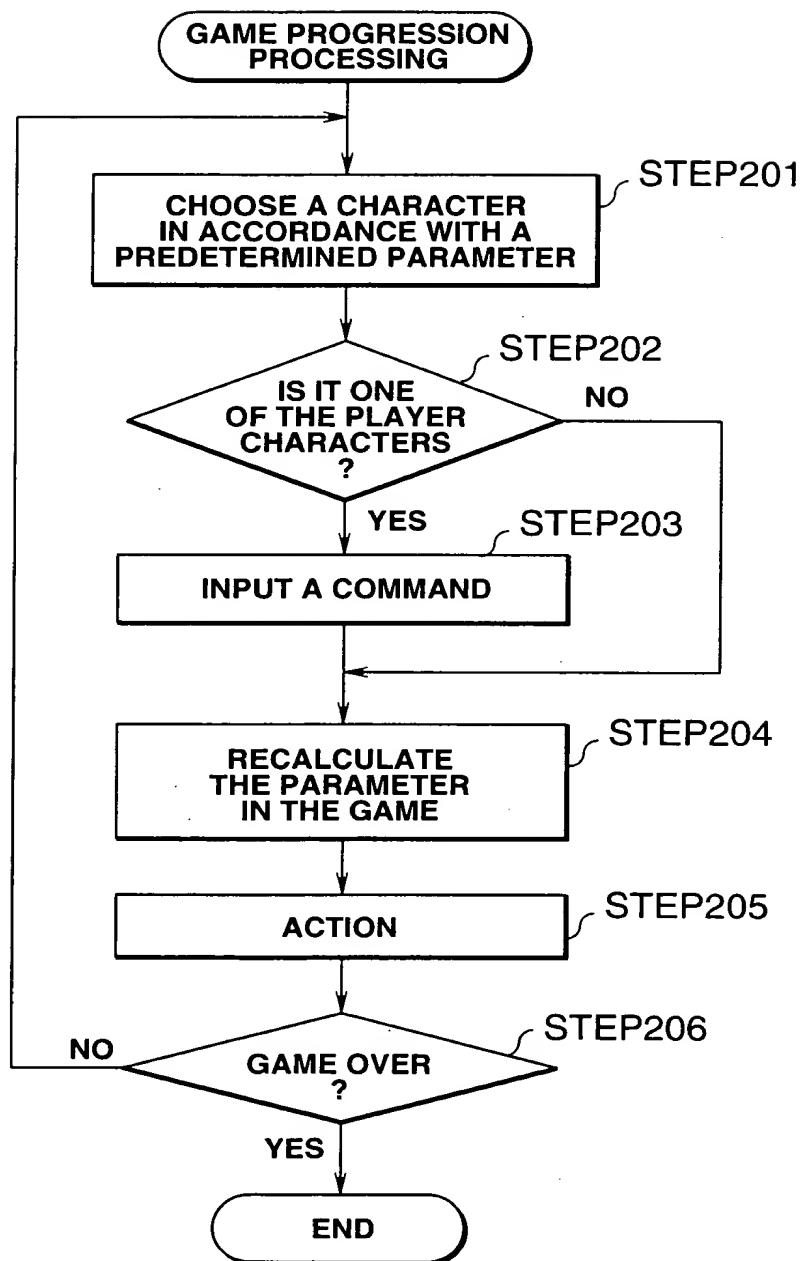


FIG.3

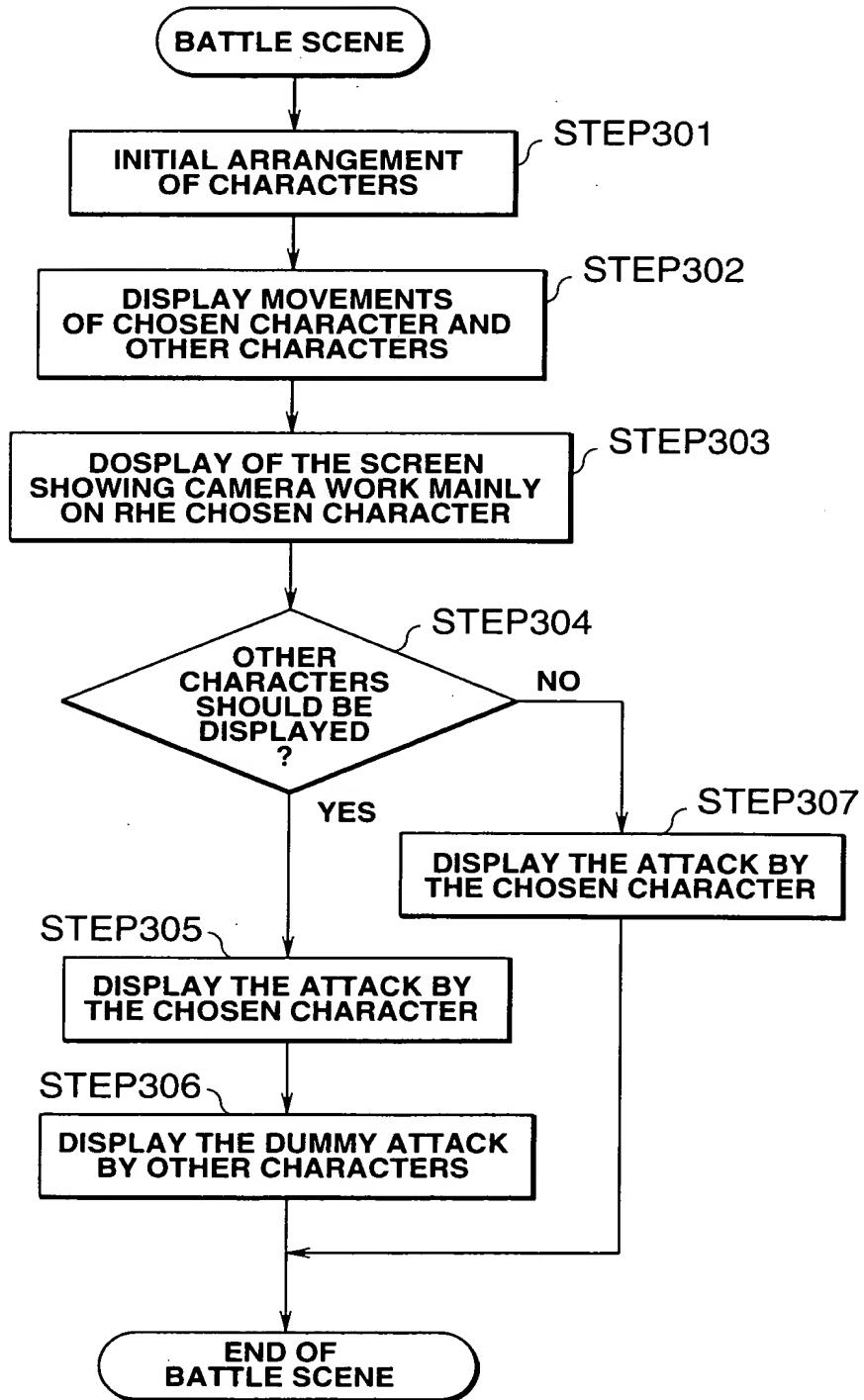


FIG.4

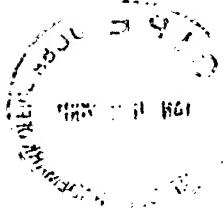
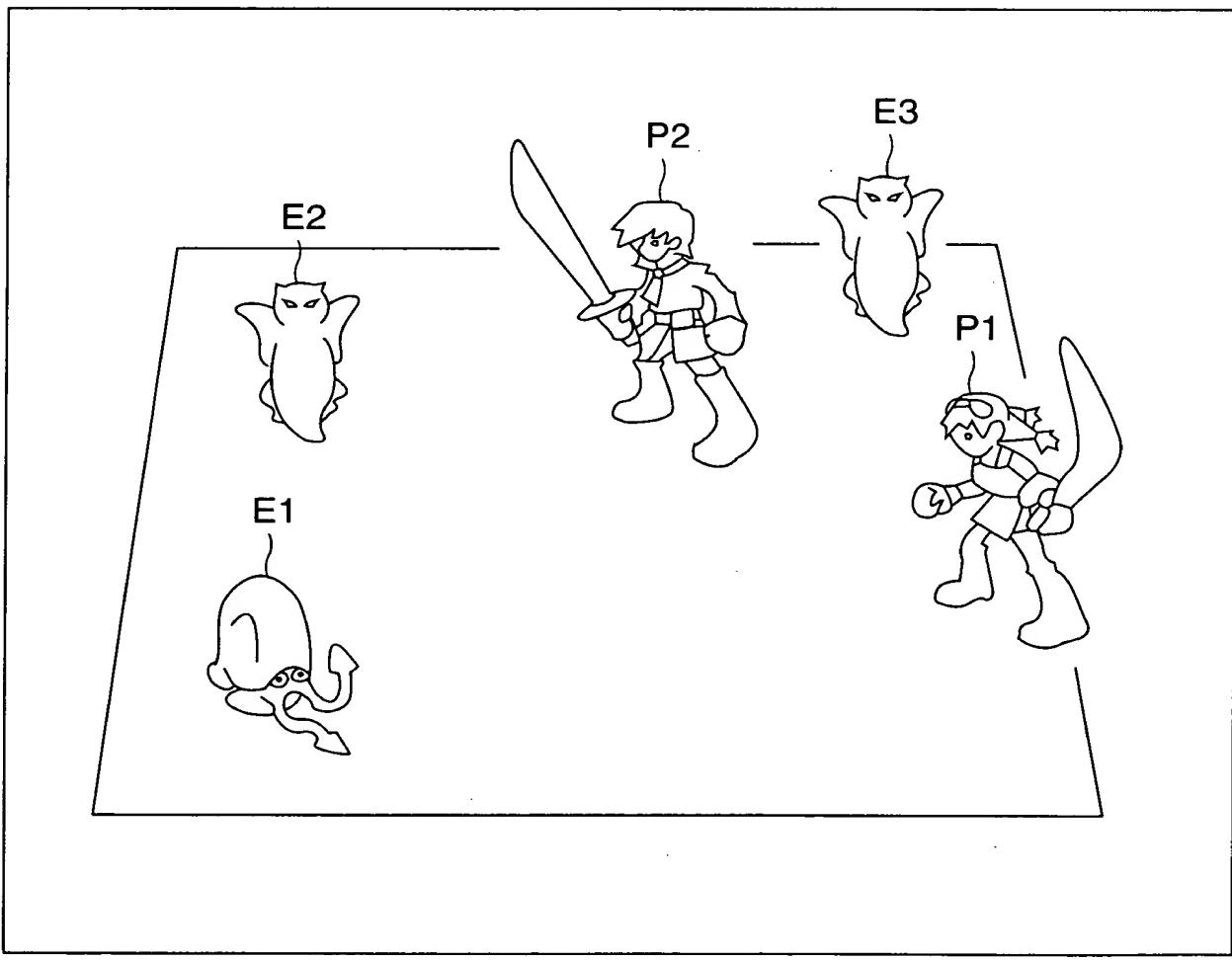


FIG.5

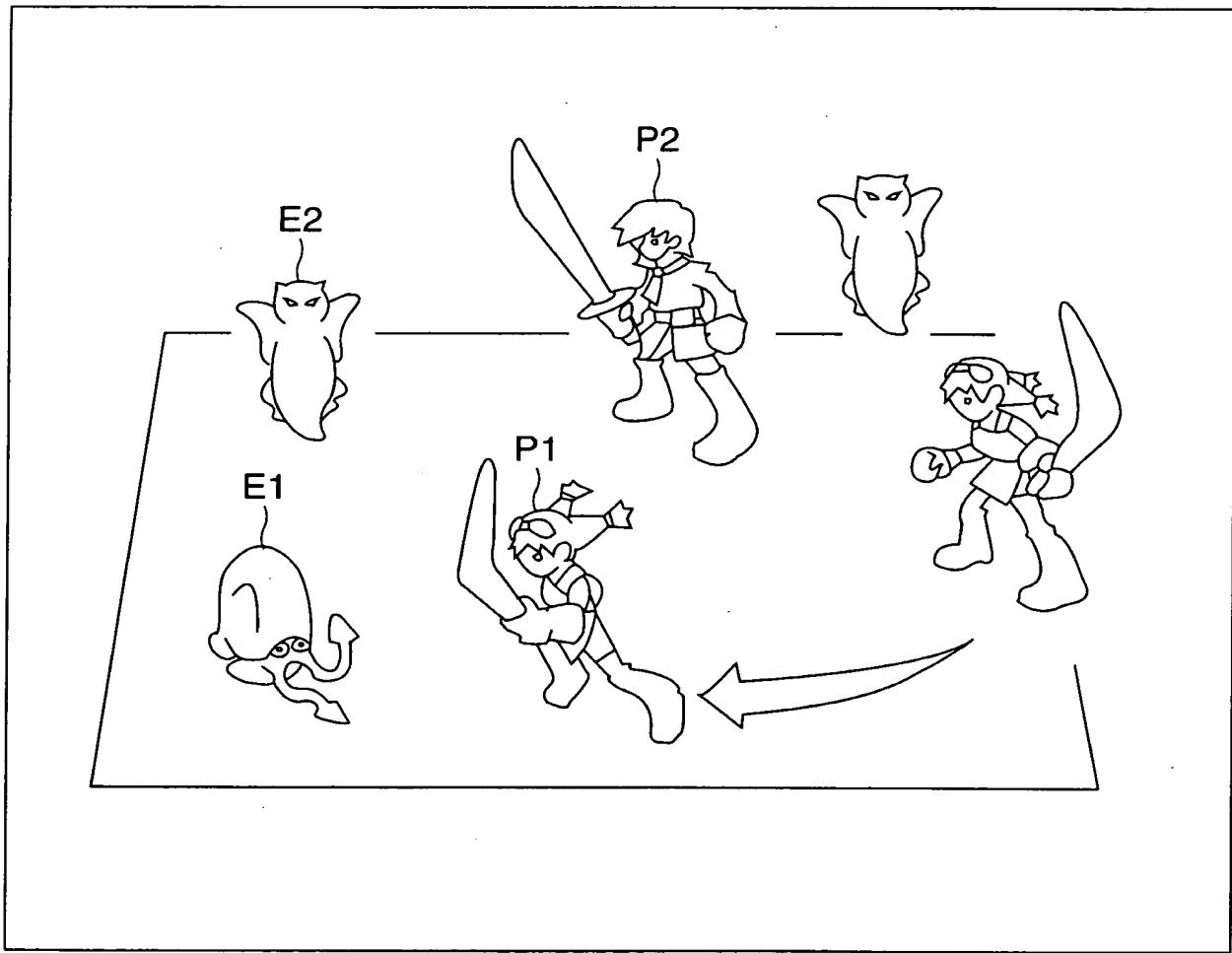


FIG.6

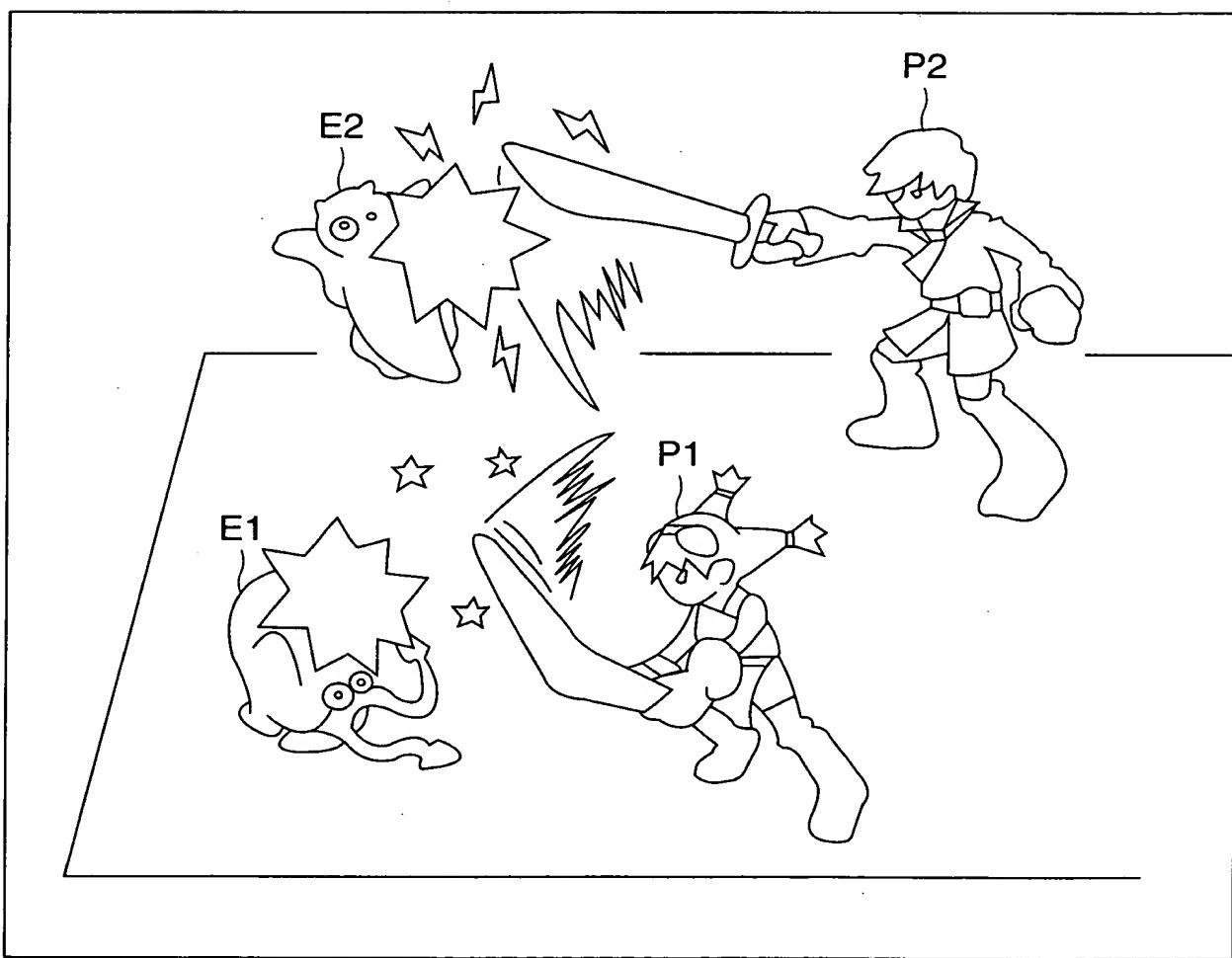


FIG.7

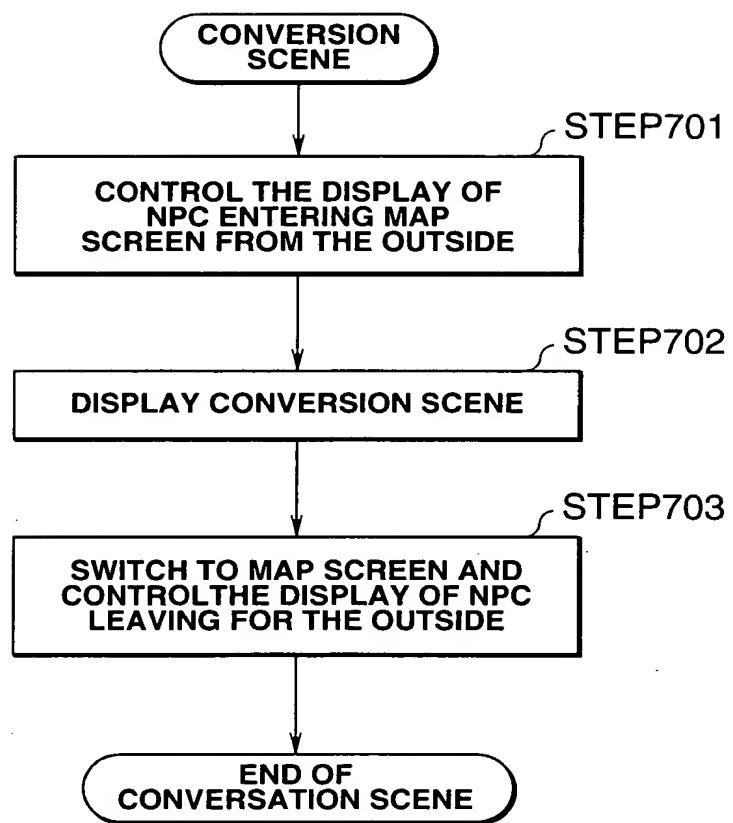


FIG.8

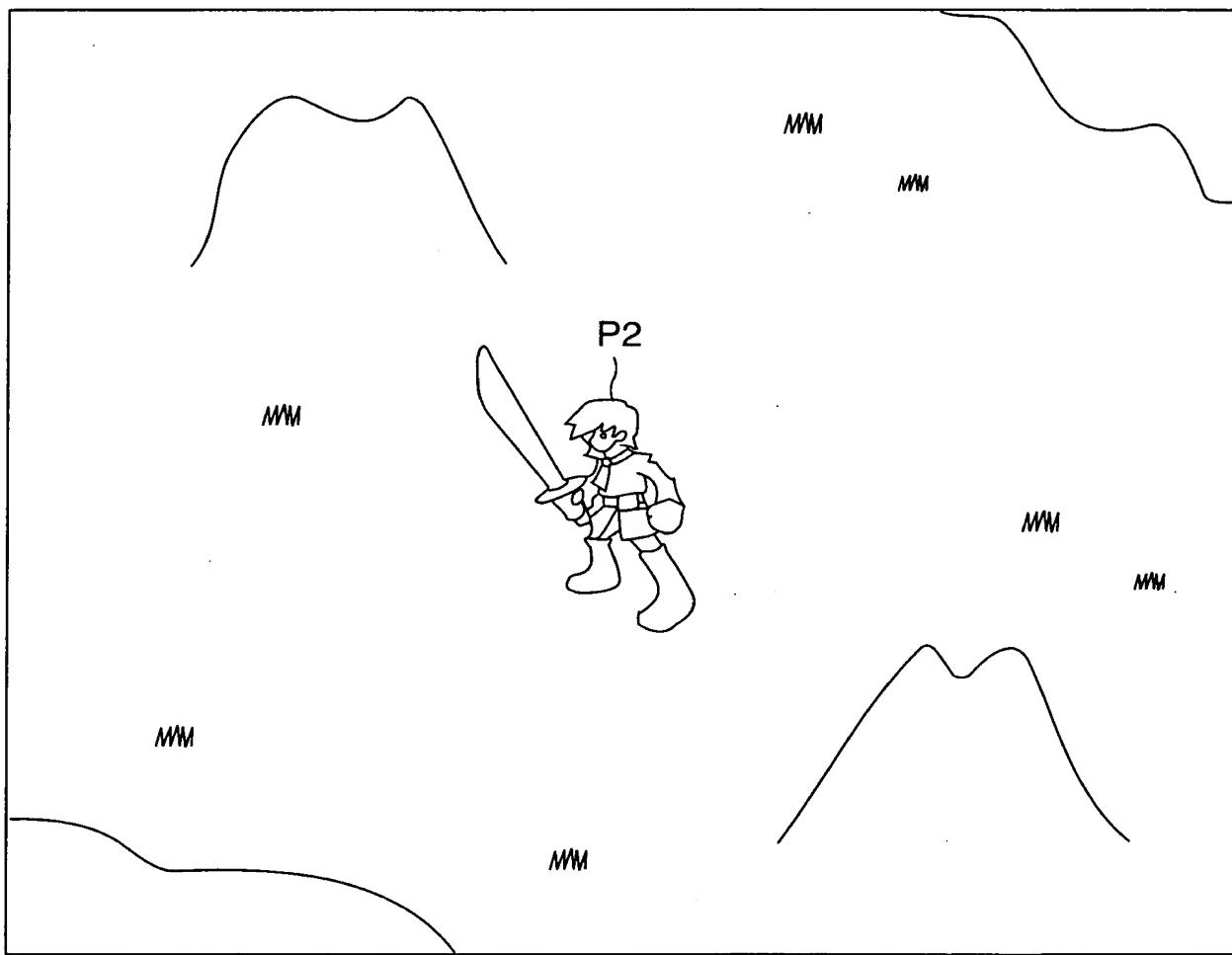


FIG.9

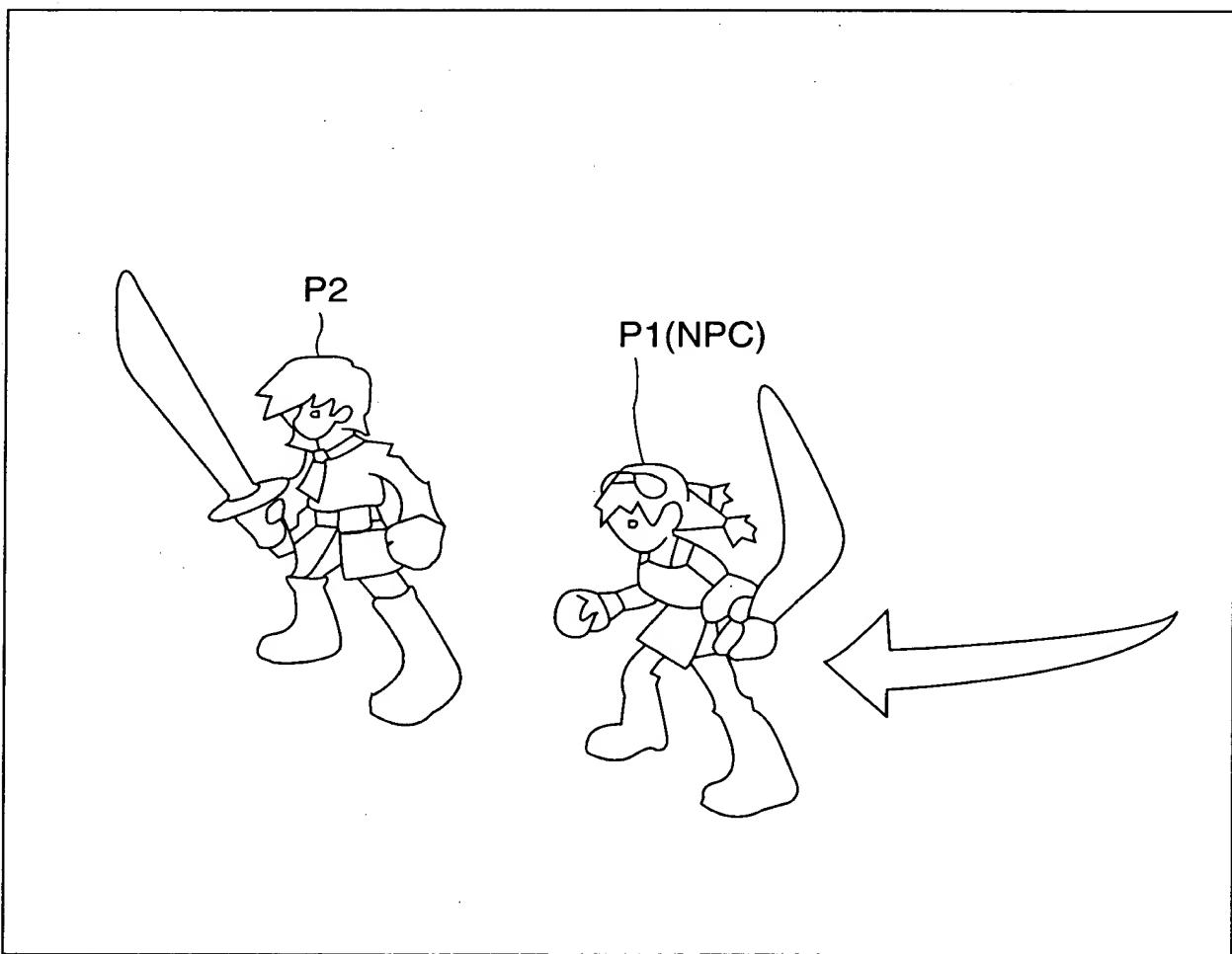


FIG.10

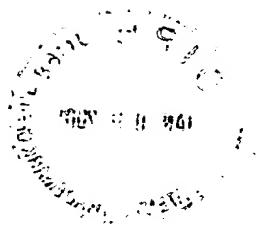
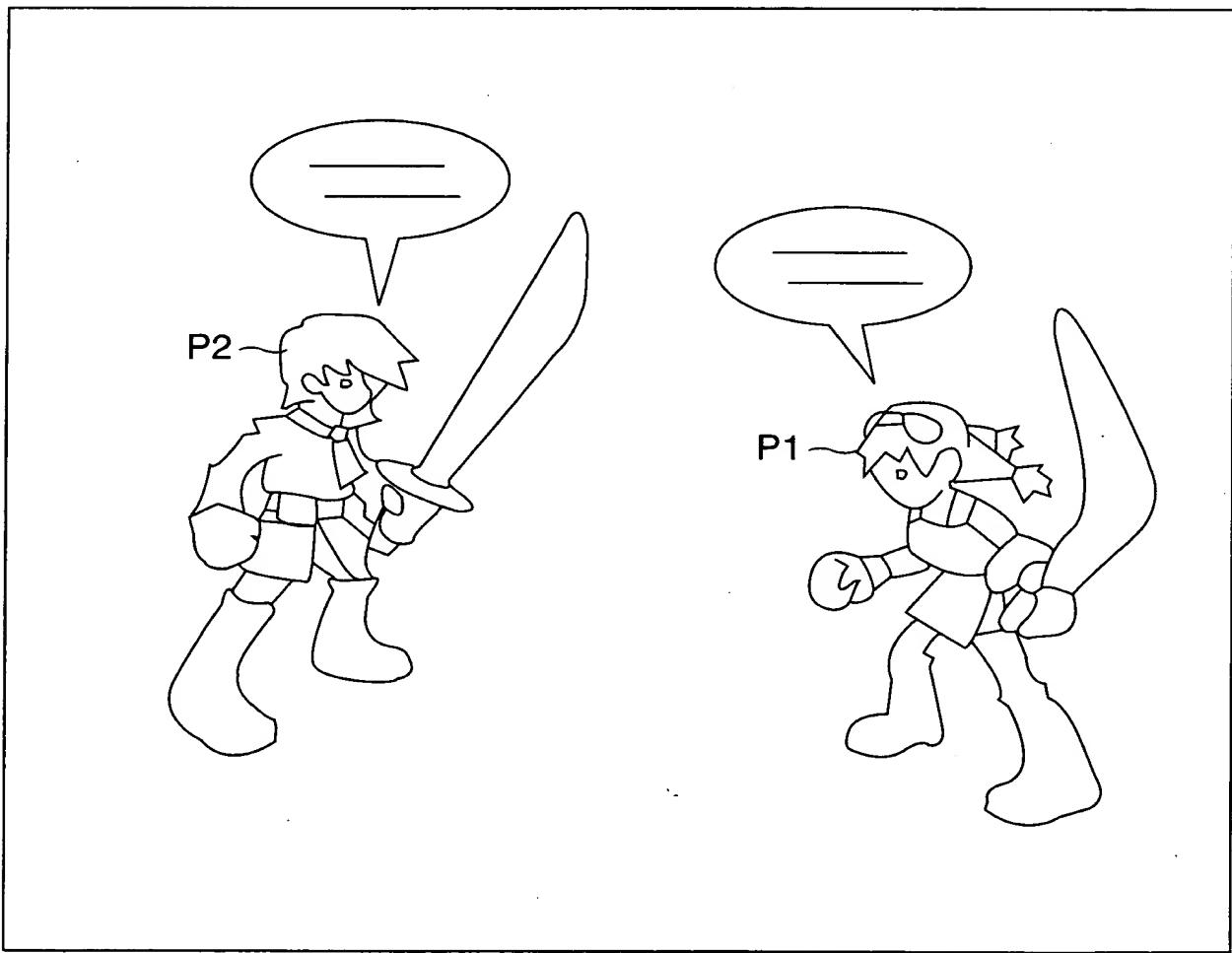


FIG.11

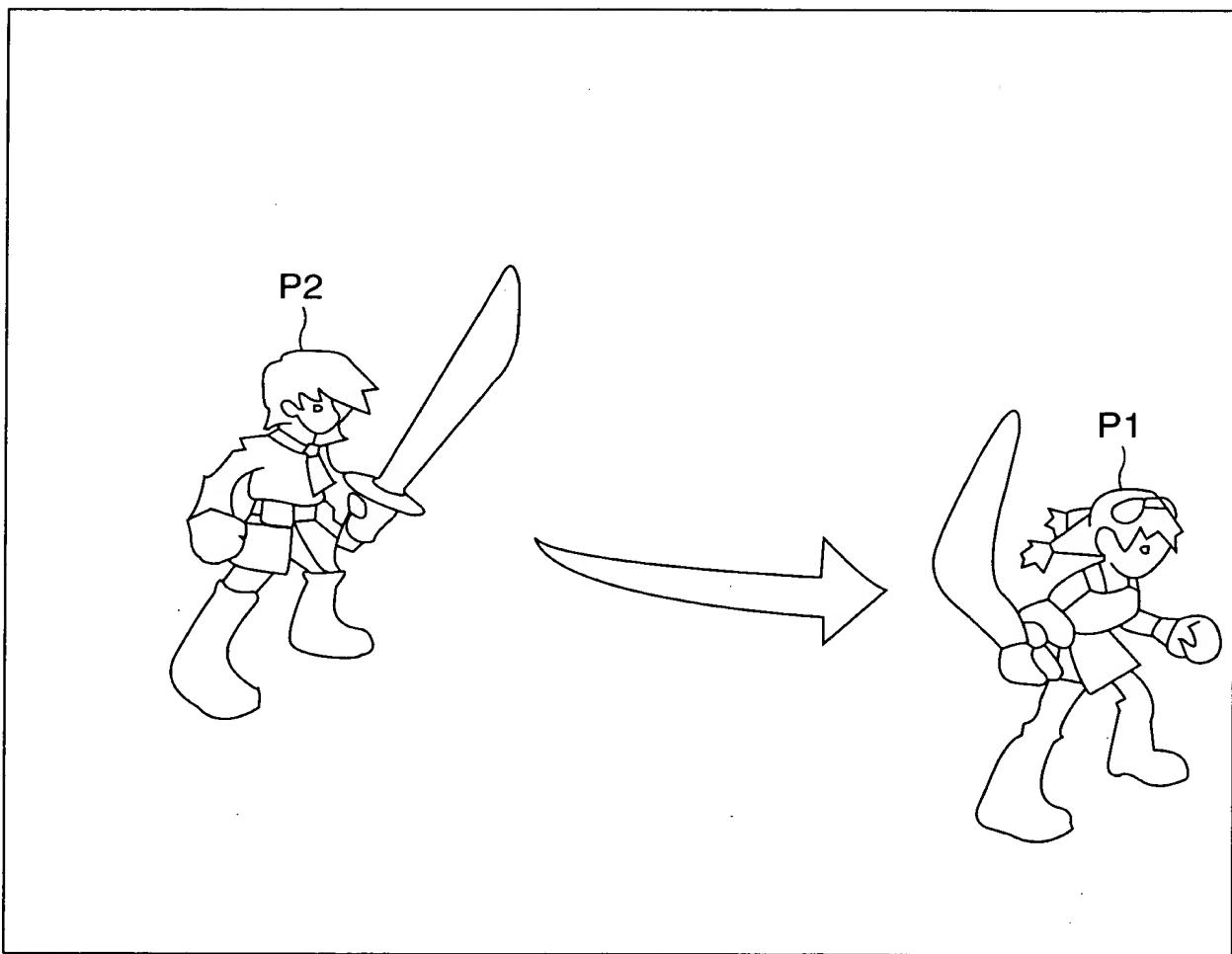


FIG.12

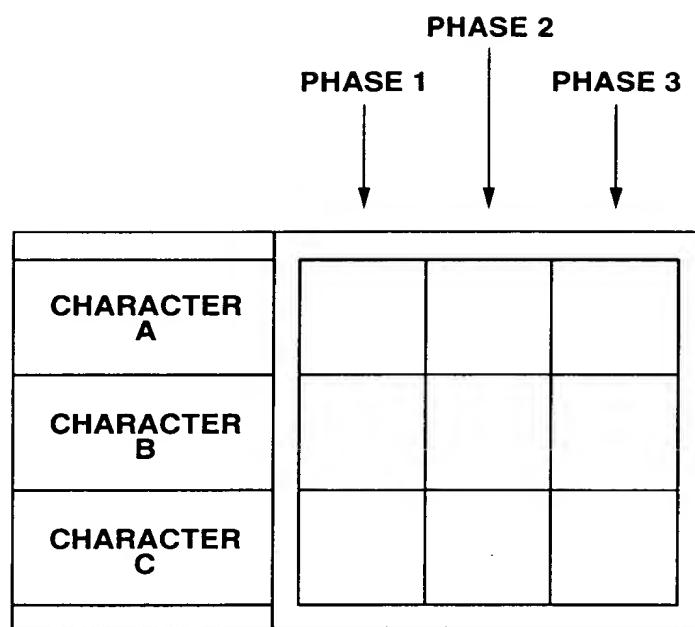


FIG.13

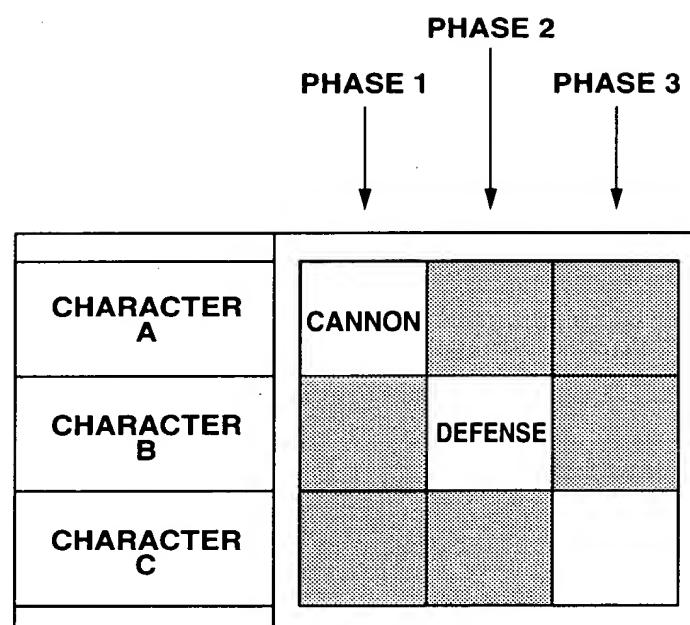
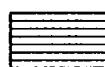
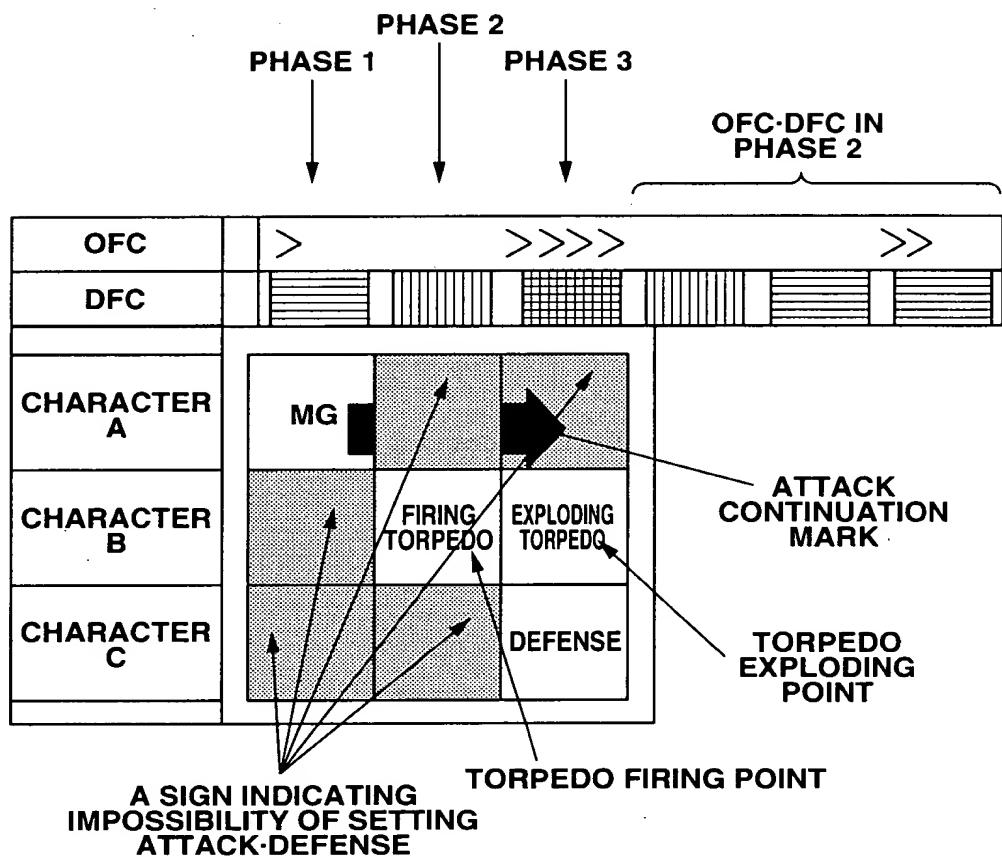
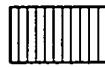


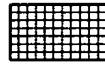
FIG.14



SUBJECT TO DAMAGES



USUAL DAMAGES



NOT SUBJECT TO DAMAGES

>>>> THE LARGER THE NUMBER OF " > " IS,
THE MORE EFFECTIVE THE DAMAGES ARE GIVEN.

100. 100. 100.

FIG.15

MENU OF WEAPONS-SHIELDS			PERMITTED NUMBER USED IN 1 GAME (BULLET NUMBERS)
CANON	7 INCH MAIN GUN	3	
TORPEDO	SWALLOW TORPEDO	5	
MG	MACHINE GUN	30	
DEFENSE	SHIELD	7	